GREEN BERETS

powered by
MYTH II

FIELD MANUAL

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Game Description / Introduction

They are called the Quiet Professionals. Dedicated volunteers who braved unlimited dangers behind enemy lines to rain destruction upon the forces of the Viet Cong and North Vietnamese Armies. Often, the odds were against them. They are the Green Berets.

Green Berets is a game of tactical combat. There is no resource management. No buildings to build, no gold or wood or ore to collect, and nothing to research. Your tools (your soldiers) are immediately at your disposal. It's up to you to utilize their unique abilities to overcome the grueling missions set before you.

Green Berets makes no attempt to be historically accurate. Vietnam is simply a setting for the game. Additionally, you will find that these Green Berets can often be anything but quiet. While stealth plays a small role in the game, many of your missions will involve all out battle, onslaughts from all sides, seemingly endless streams of enemies... loud and loving it.

Installation: Windows

Installing Myth II: Soulblighter

In order to play Green Berets, you must first install Myth II: Soulblighter.

1. Insert the Myth II: Soulblighter CD into your CD-ROM drive. Autoplay will launch the AutoPlay menu.

2. If Autoplay is disabled, you must manually install Myth II: Soulblighter. Double click the My Computer icon on your Windows desktop. Double click the CD-ROM drive icon where you inserted the Myth II CD, then double click autoplay.exe. When the menu appears click Install Myth II.

3. Click the Install Myth II: Soulblighter button.

4. Choose which installation you would like to perform:

Small: Installs the Myth II application and support files. Everything else remains on the CD. This saves hard disk space but increases load times between levels.

Large: Installs everything but the movies. Substantial disk space (approximately 500 megabytes) is required, but this is somewhat offset by speedier load times.

Network-Only: Installs a network-only version of Myth II that will allow you to play games over a LAN without having the CD-ROM in the drive.

Custom Install: Allows you to install specific items to your hard drive. In order to install the Myth II tools Fear and Loathing, you must select Custom Install.

5. Follow the installer's directions. You may need to restart your machine when finished.

Installing DirectX

Myth II: Soulblighter requires that you have Microsoft's DirectX 6.0 or higher installed under Windows 95, Windows 98, or Windows Me. During installation, the Myth II installer will ask you whether you want to install DirectX 6.0. If you have previously installed DirectX 6.0, you can skip this procedure. If you do not have DirectX 6.0 or are not sure, click "Yes." The DirectX installer will then query your system and install any necessary drivers. Once the installer has finished, it may prompt you to restart your machine.

Some sound and video cards have old drivers that are incompatible with more recent versions of DirectX. If the DirectX installer complains that it cannot recognize one of these components, check with the card manufacturer to see if there is a more recent version of the card's driver software. Most card vendors provide driver updates free of charge on their web sites.

Myth II: Soulblighter will run under Windows NT 4.0, but you must have Windows NT Service Pack 3 installed in order for Myth II to run properly.

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Installing Green Berets

After you've installed Myth II: Soulblighter, it is time to install Green Berets.

1. Insert the Green Berets CD into your CD-ROM drive. Autoplay will launch the Green Berets installer.

2 If Autoplay is disabled, you must manually install Green Berets. Double click the My Computer icon on your Windows desktop. Double click the CD-ROM drive icon where you inserted the Green Berets CD. Then double click setup.exe.

3. Follow the on-screen instructions to install Green Berets.

4. When you've finished installing Green Berets remove the Green Berets CD and store it away for safe keeping. You should no longer need it after installation, unless you wish to view the demo movies included in the Demos folder on the CD.

Uninstalling Green Berets

Green Berets is really just a few files added to the Myth II folder. If for any reason you wish to uninstall the game do the following.

1.Click the Start button on the Windows task bar, then select Settings > Control Panel.

2. Double click Add / Remove Programs. Select Myth II in the list, then click the Add/Remove button.

3. After your finished, you will want to find the Myth II folder on your hard drive and delete that folder to remove any left over files (such as saved games, saved films and any additional plug ins).

Installation: MacOS

Installing Myth II: Soulblighter

In order to play Green Berets, you must first install Myth II: Soulblighter.

1. Insert your Myth II: Soulblighter CD-ROM into the Mac's CD drive.

2. Double-click the Myth II Installer icon.

3. Choose which installation you would like to perform:

> **Small:** Installs the Myth II application and support files. Everything else remains on the CD. This saves hard disk space but increases load times between levels.

GREEN BERETS powered by MYTH II

Large: Installs everything but the movies. Substantial disk space (approximately 500 megabytes) is required, but this is somewhat offset by speedier load times.

Network-Only: Installs a network-only version of Myth II that will allow you to play games over a LAN without the CD-ROM in the drive.

4. Follow the installer's directions.

Installing Green Berets

After you've installed Myth II: Soulblighter, it is time to install Green Berets.

1. Remove the Myth II CD and insert the Green Berets CD into your CD-ROM drive. Keep the Myth II CD handy as you will need it to play the game.

2. There are 8 files you will need to copy to your hard drive. First, locate the 5 files in the "Green Berets" folder on the Green Berets CD. Drag and drop these 5 files into the "Myth II\Plugins" folder on your hard drive. Some of these files may already exist. If so, overwrite any old files with these new files

3. When the plug in files are copied to your hard drive, locate and open the "Cutscenes" folder on the Green Berets CD. Drag and drop pro-logue.smk and epilogue.smk to the "Myth II\Cutscenes" folder on your hard drive.

4. Now, open the "Mac DNS fix" folder located on the Green Berets CD. Drag and drop the file "bungienet" into the "Myth II\Preferences" folder. This file may already exist. If so, overwrite the old file with this new file.

5. When you've finished copying the files to your hard drive, remove the Green Berets CD and store it away for safe keeping. You should no longer need it after copying the files, unless you wish to view the demo movies included in the Demos folder on the CD.

Uninstalling Green Berets

To remove Green Berets and Myth II from your computer, simply find the Myth II folder and drag it to the trashcan icon. Then click Special and select Empty Trash to completely delete the folder (and files within it) from your hard drive.

LAUNCHING GREEN BERETS

Green Berets is a Total Conversion. What is a Total Conversion you ask? A total conversion involves taking one game, changing art, gameplay features, interface and so on, hence creating a new game. However, the original game CD is still required in order to play the NEW total conversion game. After you've installed both Myth II and then the Green Berets files, it will be necessary to play the game using the Myth II disc.

Windows

After you've installed Myth II and Green Berets, follow these instructions to play.

1. Insert the Myth II: Soulblighter CD-ROM into your CD-ROM drive.
2. Click your Start menu, and highlight the Programs menu.
3. Highlight the Green Berets menu.
4. Finally, highlight and click Play Green Berets to launch the game.

Alternately, you may open the Myth II folder on your hard drive, and double-click the Myth II executable file.

Macintosh

1. Put the Myth II: Soulblighter CD-ROM into your CD-ROM drive.
2. Open the Myth II: Soulblighter folder on your hard drive.
3. Double-click the Myth II application icon.

MAIN MENU

After launching the game, the Green Berets title screen and main menu will appear. To choose an option from the menu, move the cursor over it and click the mouse button.

New Game

Click New Game to launch a new single player game. Green Berets missions are in GREEN, while Myth II missions are in WHITE. Click on a mission in the list, then click OK to start it. You may also double click the mission in the list to play.

Multiplayer Game

Allows you to play competitively or cooperatively with other people via the Internet or a local-area network. If your machine is unable to network with other computers, this option will not appear.

Tutorial

Launches the Myth II Tutorial. Note that the Green Berets tutorial is selectable from the new game list, called Basic Training.

Saved Games

Allows you to return to a previously saved game, if any are available.

Saved Films

Allows you to view saved films of previous games, if you have any in your recordings folder.

Preferences

Allows you to modify various game settings and functions.

Replay Intro

Replay the intro animation.

Quit

Quit Green Berets / Myth II, and return to your desktop.

PREFERENCES

Before you begin a game, you'll probably want to make sure the Preferences are set the way you like them. At the Preferences screen you can change the following options:

Volume

This bar controls how loud the game sound is. Drag the slide bar to the left to lower the volume, or to the right to increase the volume.

The maximum range of the volume control is determined by your computer's volume setting.
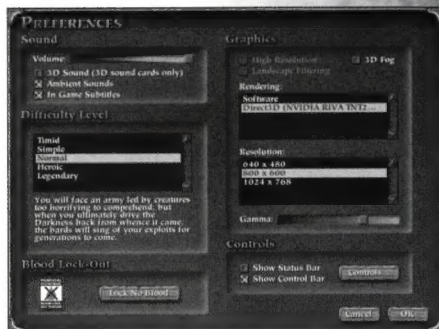
If the sounds in the game are too quiet even after boosting the volume in the game preferences, exit the program and increase your computer's master volume.

3D Audio

If this box is checked, Green Berets/ Myth II will take advantage of any compatible 3D audio. This option works best with stereo speakers (four speakers are especially cool) or headphones. The game supports Aureal's A3D and Creative Labs' EAX.

Please note that 3D Audio can slow your game down significantly if you have an old sound card.

Ambient Sounds

If this box is checked, you will hear ambient sounds to enhance the game's atmosphere.

In-Game Subtitles

Check this box to see the dialog spoken by your characters at the bottom of the screen during game play.

Difficulty Level

This allows you to select between five levels of difficulty: Timid, Simple, Normal, Heroic and Legendary. It's generally better to start on Normal. If you find the game too difficult, drop down to Simple or Timid to make things a little easier on yourself. Conversely, if you're a masochist, you can turn up the heat by jumping to Legendary.

High Res

With this box checked, the graphics will appear more detailed and distinct. If you have a slower machine, you may want to uncheck this box for faster game play. Software only.

Landscape Filtering

With this box checked, the game will smooth out the textures of the landscape. This makes the game prettier but slightly slower. For best performance, leave this box unchecked. Software only.

Rendering

This window allows you to choose whether the Green Berets / Myth II landscape will be rendered entirely in software or using the added power of a 3D accelerator card. If you do not have a compatible 3D accelerator installed, you will only be able to see the Software Rendering option.

Resolution

Here you can change the screen resolution of the game. Resolutions that are detected as "preferred" by your machine are listed in italics.

Gamma

This controls the brightness of the picture. Only available if you have a 3D accelerator card.

Lock/Unlock No Blood

To eliminate blood and gore from the game, click this button; a dialog will come up with two password fields. If you select OK without entering a password, blood will be replaced by twinkling stars. If you enter a password in both fields and then select OK you can enforce this option- only by entering the correct password will you be able to unlock the no blood option.

Configure Controls

Clicking this button takes you to a screen where you can change the keys associated with the game's commands. To change a key for a given command, click in the text box next to the name of the command, then press the key you would like to use. Note that you cannot have the same key assigned to more than one command.

Current Set

In Green Berets/Myth II you can have multiple sets of keyboard preferences. This is especially useful if more than one person plays on your machine. Simply click the set you want to edit or use. The Revert Set button allows you to return the keyboard settings for a given set to the default values.

Enable Mouse Movement

This allows you to move the camera by moving your pointer to the top, bottom and sides of the screen.

Top Corners Rotate Camera

This lets you rotate the camera by placing your pointer in the upper left and right corners of the screen.

Bottom Corners Orbit Camera

This lets you rotate the camera by placing your pointer in the lower left and right corners of the screen.

Reverse Axis

This reverses the direction your camera will move when you place your pointer in the corners or sides of the screen.

Controls

Note: Control of your units is based on the game's default controls. If you personalize the control settings (located in Preferences from the Main Menu), the following controls will change accordingly.

Camera controls

Move Forward	W	Turn Left	A
Move Backward	S	Turn Right	D
Move Left	Z	Orbit Left	Q
Move Right	X	Orbit Right	E
Zoom in	C	Zoom out	V

Unit / Selection Controls

Clear Selection	Backspace	Attack ground	Control
Rotate Preset	F	Special Ability	T
Stop Unit(s)	Spacebar	Rename Unit(s)	N
Select All Units	Enter / Return	Chat Message	Y
Clear Preset	Delete	Detach Unit(s)	Backslash
Recall/Set Preset	Alt / Command	Guard / Hold Unit(s)	G
Center Selection	H	Taunt	U
Scatter Unit(s)	B	Rotate Unit(s) Left	Left Arrow
Retreat Unit(s)	R	Rotate Unit(s) Right	Right Arrow

Unit Selection

Selecting Individual Units

To select a single unit, click it once. A yellow box will appear around this unit. While the yellow box is visible, this unit will actively respond to your commands.

Selecting Multiple Units

To select all nearby units of a given type (for example, all of your M16 Green Berets), double-click on one unit of that type. While these units are selected, they will respond as a group to any commands you give them.

You can select multiple units of different types (for example, your Team Leader and two M16 Green Berets) by Shift-clicking: hold down the Shift key and click on each individual unit to select them. You can also de-select a unit by Shift-clicking on it, or by hitting the Deselect key. The default Deselect key is the Backspace / Tilde key (~).

You can also select multiple units with a technique known as "band selection." Click and hold the mouse button on spot on the ground, then drag the cursor across the screen while holding down the button. A yellow box will appear onscreen, growing and shrinking as it follows the cursor's movement. When you release the mouse button, all of your units within the yellow box will be selected.

You can select all of your visible units by hitting the Select All key. The default Select All key is Enter/Return. Pressing the select all key again will deselect all units.

Preset Selections

Green Berets allows you to easily create custom preset groups of mixed types. Assigning presets is like setting stations on a car stereo. Select the units and hit Alt (on PCs) or Command (on Macs) and one of the ten number keys to create a custom preset. Make sure you hold the Alt/Command and number keys for a second or two for the preset to "set." From that point on, you can select all units in that preset by hitting Alt/Command and the number you assigned to it. You can cycle through presets using the F key, and clear them using the Delete key.

Unit Attributes

Names

Each unit has a name, which you can change by selecting the unit and hitting the N key.

Allegiance

You can tell whether a unit is friend or foe by selecting it and noting the color of the rectangle around the unit.

- **Yellow** - Yellow is used to denote allied units. You can control any troops that have a yellow selection border.
- **Red** - Units with a red selection border are enemy units. Your troops will automatically attack any enemy units that come within range.
- **Blue** - Blue denotes both neutral units and uncontrollable units, such as peasants, ambient life or units controlled by a teammate.

Health

When a unit is selected, a vertical bar appears to the right of the yellow box. This bar measures the health of that unit. A full green bar signifies a healthy unit. As units take damage this bar will shrink and turn yellow (moderately damaged) or red (heavily damaged). When the bar reaches the bottom the unit is dead.

You can check the health of any unit simply by placing the cursor over them. You can also check the health of all of your units on screen by pressing and holding F10.

Experience

Individual units gain experience for every enemy unit they kill. When an experienced unit is selected, every kill that unit has made will be represented in the Status bar by a star. A Silver Star represents 1 kill, while a Gold Star represents the number of missions survived. Experienced units attack faster and with greater accuracy. They can also be carried over from one level to the next, so protect them as best you can.

Status Bar

Special Item Remaining

Health Bar

Order Units

Pause Game Options

Mission Objectives

Overhead Map

Formations

Commanding Units

Moving

Select a unit, then click on a spot of ground. The unit will move to that spot and await further orders.

Moving Units Using The Overhead Map

You can order your troops to move anywhere on the visible portion of the overhead map by selecting the units and right-clicking (PC) or pressing option and clicking (Mac) on the overhead map.

Waypoints

Waypoints are a somewhat advanced technique that lets you tell your troops what route to take to their destination. With a group of troops selected, designate waypoints by holding the shift key while clicking on the ground. Yellow circles will appear, indicating the path your troops will take. You can designate up to four waypoints before clicking on the unit's final destination.

Patrolling

You can make your troops patrol waypoints in one of two ways. After setting up to four waypoints, while still holding down the Shift key, click on the first point you designated. Units will travel the points of the route and circle back to the first one, cycling indefinitely. Conversely, after setting the points you can click on the last point, and units will stop at each end of the route, reverse direction, and travel back, cycling indefinitely.

Stopping

To immediately stop a selected unit or group, hit the Stop key. The default Stop key is the Spacebar.

Holding

When you move a unit to a certain area, he will stay there and await further instructions - unless he is attacked, in which case he will chase down his attacker. If you would like a unit to move to a spot and remain there no matter what, use the Holding function. Select a unit, click the spot where you want him to stay, then hit the Hold key. He will stay rooted to the spot (although he will attack any enemy who wanders into range). The default Hold key is G.

Scattering

It is often useful to scatter a tightly clustered group of units when they come under attack from rocket units, mortar units, or other enemies with massive destructive potential. To quickly scatter a group of units, select them and hit your Scatter key. The default Scatter key is B.

Retreating

Sometimes fighting to the death is not an option...not a smart option anyway. Select a unit or group of units and hit your Retreat key; they will retreat from the nearest enemy. The default Retreat key is R.

Unit Orientation and Facing

It's important to control the direction your units are facing. Formations are oriented by the direction in which characters are facing, and units looking the wrong way will die quickly if an enemy approaches from the rear.

For this reason, you can control their facing by selecting a formation and hitting the left or right arrow key to rotate the entire formation to the left or right. Even before units have arrived at the area you want them to form up, you can fine-tune the direction they'll face when they get there.

Unit Facing

Select a unit, hold the mouse button, and drag in the direction it should face.

Formation Facing

Select a unit, or units, then click on the ground with the right mouse button (PC) or option + click (Mac), and drag in the direction you want them to face.

Formations

Orienting your troops in different formations allows you to strike effectively, rather than as a mob.

There are ten preset formations that correspond to the ten number keys at the top of your keyboard. Following is a description of each.

1 - **Short Line**: Units will line up four abreast.

2 - **Long Line**: Units will line up eight abreast.

3 - **Loose Line**: Units will line up four abreast, but spaced widely.

4 - **Staggered Line**: Units will assume a staggered line.

5 - Box: Units will move in a perfect square.

6 - **Rabble**: Units spread out in random positions.

7 - **Shallow Encirclement**: Units are in a wide, shallow arc.

8 - **Deep Encirclement**: A tighter, smaller arc.

9 - **Vanguard**: A V-shaped formation.

0 - **Circle**: Units form a circle, facing outward.

Attacking

Select a unit, or units, then click on an enemy unit.

Primary Attack

To use a unit's primary attack (M16 or M60 rounds), first select a unit, then, click on an enemy unit or target. A red box will flash around the enemy, indicating you have targeted him. Your unit will attack the enemy unit until he is killed, the enemy is killed, or you give him other instructions.

Secondary Attack

To use a secondary attack (bayonet, hand-to-hand combat), select your unit and double-click on the enemy unit at close range (Note: to perform a stealth attack if enemy is not close to you, walk to a spot very near the enemy unit before attacking.

NOTE: If you double-click from outside the range of a unit's hand-to-hand attack, the unit will perform the primary shooting attack instead.

Special Attacks / Special Abilities

All units have special attacks and abilities, in addition to their standard attacks. To use a unit's special ability, select the unit and press the special ability button on the control bar, or press the special ability key. The default special ability key is T.

When a unit's Special Ability is activated, you will see instructions at the bottom of the screen on how to use the item.

Grenades

Your Green Berets use 3 types of grenade: fragmentation, incendiary and smoke.

Fragmentation The Weapons Sergeant carries the fragmentation grenade. It provides the largest punch of all grenades and is quite useful for taking out groups of enemies.

Incendiary The Team Leader, on certain missions, carries incendiary grenades. The incendiary grenade has a weaker explosion than the fragmentation grenade, however, incendiary grenades have the bonus effect of creating fires on the appropriate terrain and in the appropriate weather. If the resulting fire hits combustible items (such as other grenades) those

items will explode upon contact with fire. Additionally, enemy units will avoid fiery paths. Use this fire-starting effect to temporarily block the enemy's progression.

Smoke: The smoke grenade is also specific to the Team Leader. Smoke grenades are used for re-supplies during a mission. A smoke grenade's explosion is not harmful, and instead releases red smoke for Hueys to drop supply crates. A few seconds after the smoke activates, a supply crate will drop in the general area of the smoke. Smoke grenades are not available on every mission.

Using Grenades

After activating the Weapon Sergeant's or Team Leader's special ability, click on an enemy unit to throw a grenade his way. You can also click on the ground to throw a grenade to a location on the terrain. When you click on the ground to throw a grenade, a small red reticule appears on the ground. The effective use of fragmentation and incendiary grenades takes some practice.

Note: Learn the ranges of your grenades. If you click beyond a unit's grenade-throwing range, he will have to move closer, which may bring him into the enemy's line of sight. Additionally, be careful of throwing grenades into trees and on hills. They may bounce or roll back toward your unit(s).

Med kits and Healing

The Medic is the only unit capable of using med kits, so be sure to protect him. Your Medic can only hold a limited number of med kits, however, one med kit can almost fully heal a unit!

Select your Medic then press T to activate his Healing ability, then click on an injured unit. The Medic will not attempt to heal an uninjured unit. If the injured unit is some distance away from the Medic, the Medic will walk to that unit to heal him.

NOTE: It is possible to heal an enemy unit. The odds are already against you. Don't make them more so!

Grenade Launcher

The grenade launcher is specific to the M-16 Green Beret unit and it is a bit trickier to use than a hand grenade. Select your M16 unit and press the T key to activate the grenade launcher. However, you will find that clicking on an enemy or the ground near an enemy will send grenades over the heads of your enemy. To successfully use the grenade launcher, you must instead click on the ground halfway between your M16 unit and the target. This gets particularly tricky when uneven terrain is present. The grenade launcher packs an extremely powerful punch and area of effect explosion.

C4 Explosives

On certain missions, your Team Leader is equipped with C4 Explosives. In a sense, C4 is actually two items. The first item is an explosive charge, while the second item is a detonator. Since the explosion is so powerful from C4, your Team Leader must be a good distance away before detonating the charge. Hit T to first drop a charge. Hit T again to drop another in the vicinity of the first charge. To detonate a charge, run a little ways away from it. Press T again, then click on the dropped charge to detonate it.

Air Strikes (Radio)

Air strikes are the most devastating of all special attacks and are specific to the Team Leader. When an air strike is called on an area, several bombs are dropped on the area causing massive explosions and damage. They are most effective against extremely large groups of enemies. To call an Air Strike against a small group of enemies is a complete waste. When available, the Team Leader can only call 1 Air Strike every few minutes. Additionally, it takes about 10 seconds for the Air Strike to occur after it

is called, so it is critical to time where on the terrain the enemy will be when you select an area on which to call an Air Strike.

Pick ups

Occasionally you may come across Pick Up items, to re-supply your soldiers. To pick up grenades or other supplies, simply left click on the unit (to select him) then left click on the pick-up item. If your unit can use the item, a green selection box will appear around the item and your unit will walk to the item and pick it up, adding it to his personal ammo. If your unit cannot use the item, a green selection box will not appear and your order to pick it up will be treated as a move order.

Note: If one of your units is killed, whatever special items he was carrying will be dropped. This comes in handy mainly for extra Grenade Launcher ammo, as the other units have unit-specific special items.
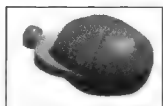
Grenade - Weapons Sergeant
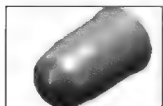
Grenade Lancher Ammo - M16 Green Beret
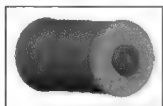
Incendiary Grenade - Team Leader
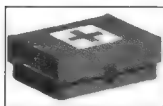
Medkit - Medic

UNIT DESCRIPTIONS

THE GREEN BERETS
M16 Green Beret

The core of your Special Forces team, the Green Beret unit is quick and deadly. His M16 automatic rifle fires three rounds per normal attack, and he is equipped with both a bayonet (for melee attacks) and a grenade launcher (for long range attacks).

Weapons Sergeant

Wielding the powerful M60 machine gun, and protected by a flak vest and helmet, the Weapons Sergeant is the most powerful member of your team. He attacks by firing quick bursts of high-powered rounds. He can also throw grenades, when an M60 isn't enough, and engage in hand-to-hand combat when in close-range. His armor lessens the damage from most attacks, and absorbs some hits completely, but the weight of his gear slows his movement speed considerably.

Medical Sergeant

Don't underestimate the value of the Medic. This unit is a solid soldier with the special ability of healing wounded units. This ability disappears when his supplies run out, so use your med kits wisely. He may not be as strong or quick as the other units, but you'll find he comes in quite handy when enemy forces overwhelm you. Do yourself a favor and see that he is protected.

Team Leader

At the helm of every mission is the captain of your Green Beret A-Team. His primary weapon is the trusty M16 rifle. He can also fight hand-to-hand (double-click enemy unit) in close quarters, or for stealth attacks. The team leader often has unique skills needed to complete the mission, such as placing and detonating high explosives, or calling in Air Strikes on his radio set. His special ability (T key) is dependent upon the mission at hand.
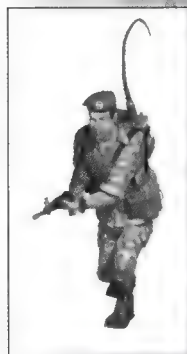
FRIENDLY UNITS

Huey

The Bell UH-1 Helicopter (Huey) will be your best friend as you conduct your missions. Equipped with a heavy machine gun and sometimes loaded with missiles, it provides very quick and mobile firepower. The Huey will sometimes drop you off, pick you up, re-supply you, or help you fight off your enemy. At other times, you may control it along with your ground units.

Army of the Republic of Vietnam (ARVN)

The regular troops of South Vietnam are present in some of your missions. They are capable fighters armed with M16s and grenades.

Prisoners of War (POW)

Awaiting transfer to Hanoi by their VC captors, these American POWs need your help.

F-105 Pilot

Shot down on a bombing mission, the pilot of an F-105 Thunderchief is hiding in the wilderness, and the enemy is searching for him as carefully as you are.

Enemy units

The Viet Cong (VC) are the military arm of the National Liberation Front, whose goal is to overthrow the government of the Republic of South Vietnam. Some of the Viet Cong are North Vietnamese, but many are locals from South Vietnam. Conducting a ruthless peasants' revolt backed by North Vietnam and its foreign allies, the Viet Cong were often described as "farmers by day, soldiers by night".

VC Commando

The common guerrilla fighter lacks extensive training, but is devoted to his cause. They are a powerful and efficient force in large numbers. The commando unit carries at least one grenade in addition to his AK-47 automatic rifle.

VC Sniper

With his M1 carbine rifle, the sniper hides in wait. He fires at long range and will run away to keep as much distance between him and you as possible. If you chase a sniper, be wary of being led into an ambush.

VC Scout

A well-trained fighter capable of operating alone in the wilderness, a scout can swiftly warn nearby enemies of your presence, but is just as likely to take you on himself. He carries several grenades in addition to his AK-47, and he's all too willing to use them.

VC Mortar unit

The powerful mortar unit has an extremely long range, but is slow to aim and move. Keep moving and changing direction to avoid the blasts. You will be much harder to hit than the stationary targets for which this weapon was intended.

VC RPG unit

The VC RPG unit is another long-range threat. He has a limited supply of Rocket Propelled Grenades and anti-air-craft missiles. His exceptional accuracy and menace to helicopters is balanced with a slow reload and movement speed. He will throw grenades at closer range, or when his ammo runs out.

VC Assassin

The VC assassins wield machetes and attack en masse. They are extremely adept at sneaking up on your squad. Be wary about letting an assassin get close to your soldiers. Some VC Assassins will pull a "kamikaze" on you, sacrificing their own lives to stop you.

North Vietnamese Army (NVA)

You will sometimes encounter the Regular troops of North Vietnam, as they supply and assist the revolutionary guerrilla troops in South Vietnam. Armed with standard-issue semi-automatic rifles, they are solid and well-trained troops, but not as quick (or reckless) as most of the Viet Cong units.
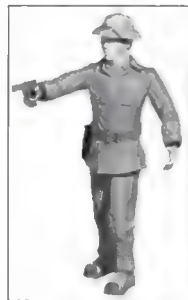
Ambient and Other Units

Villagers

Usually, most villagers are harmless farmers of South Vietnam, quietly working in the fields or milling about. However, some of them may be armed Viet Cong sympathizers.

Rat

You may not even notice these large rodents as they go about their rodent business. Once inside the VC tunnel system, you can't miss them.

Pig

Whether captive in a village pen or rooting about in the wild, the famous Vietnamese Pot-Bellied Pig is a perennial crowd-pleaser.

Dragonfly

Large buzzing insects...the jungle is thick with them. Who's got the bug spray?

Hints and Tips

Save your game!

There is a Save Game function. Use it frequently, especially on the higher difficulty settings and in later missions. It's always a shame to get really far into a mission and then have to restart because you didn't realize 3 VC mortar units were waiting for you to come over that hill. An effective soldier uses ALL of the tools at his disposal.

Scout ahead!

Use one soldier to get an idea of enemy positions and what your team will face. The M16 Green Beret is the ideal candidate. First, he moves quickly, in case he comes under fire. Second, he has the best mix of primary and special attacks. And lastly, you have more of them and your remaining units can recover any dropped grenades.

Keep up!

Your units do not all move at the same speed. Take this into account when moving your troops into position. You may want to start moving your slower units first, and then move your faster units accordingly.

Split up!

You usually only have 1 medic. Therefore, you want to keep him protected. Additionally, on many missions, your Team Leader must survive. Therefore, it is suggested that you group your units in the following manner, as an example:

Group 1:   Leader, M16, M60 - Team Leader is protected by 2
            strong units.
Group 2:   Medic, M16, M16 - Medic is protected, and can heal
            M16 units.

Form Up!

While all formations are not necessary, there are some that will provide especially useful. Of particular note are the Circle, Vanguard, and Line formations. The Circle maintains protection on all sides. The Vanguard is useful with the M60 in front. Line formations provide a nice spread of protection against a forward threat (when you know enemies won't be sneaking up behind you).

Stock Up!

As all good boy scouts do, "always be prepared." Whenever possible, stock up on pick up items. However, wait until the coast is clear before doing so. Remember that ammo on the ground doesn't react well with enemy explosives.

Scatter!

Whenever you are controlling a large group and enemies are close by, be ready to press the Scatter key (default B). This will make your units run in all directions to avoid grenades, mortars and rockets. At the very least, it may limit your casualties.

Multiplayer

Fighting the Viet Cong on your own is all well and good, but the real fun begins when you get online and take on other players, or wipe out every-one on your office network.

Green Berets / Myth II provides you with a number of ways to network with other players, as well as a variety of multiplayer game variants to keep the game interesting.

You have two ways of hooking up with other players for a network game: bungie.net or Other (which includes LAN and TCP/IP).

For more information on setting up multiplayer games, consult the Multiplayer section of the Myth II manual, located on the Green Berets CD. Browse the CD and open the Myth II Manual folder. Double click Myth II Manual.html to view the Myth II manual.

There is a serial number on the back of the Myth II jewel case. In order to play for free through Bungie.net, you will need this serial number to register. Again, consult the Myth II manual on the Myth II CD for more information.

Like the solo maps, Green Beret multiplayer maps are displayed in green type. Most of the maps have several different versions (meshes) with dif-ferent unit sets. This is indicated by an extension to the name. The com-mon extensions are:

"Platoons" (normally a map with two large teams)

"Squads" or "A-team" (a smaller number of units and usually more than two starting locations)

"SME" (Single Man Elimination - a map with one unit per team, and as many as 12 starting locations). Units in SME maps can pick up medkits to heal themselves. On other map types, you still need to rely on a medic.

Changing the difficulty level will often affect different aspects of the map. On higher difficulties, additional units, supply crates, and even objectives (netgame flags and balls) may be present. Experiment and exercise your personal preference.

For even more variety, it is also possible to play with Green Beret units on the original Myth II maps. When hosting a multiplayer game, click the "plug-ins" button in your Game Options screen. Select and activate the "GB-Multiplayer-myth-override"plug-in. This will replace the Myth II units with Green Berets and Viet Cong.

For more information on mapmaking, other third party mods and more, visit: www.millarchives.com and www.vistacartel.com

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Technical Support

If you have a technical problem concerning the operation of our software, please contact out technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

TECHNICAL SUPPORT: 1-410-933-9191, M-F 9-5PM, EST
TalonSoft
9900 Franklin Square Drive Suite A
Baltimore, MD 21236

If you would like to contact us on-line, you will find us at:
www.talonsoft.com
E-mail us at tech@talonsoft.com

Note: This information is for technical support only and representatives cannot provide game hints or suggestions.

GREEN BERETS
powered by MYTH II

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Bill Erickson (aka Cydonian)
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